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This listing will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

AMENDMENTS TO THE CLAIMS

1. (Currently amended) A method for use by a network server that streams content over a network to a network receiver, the method comprising:

providing remote network node interface instructions for submitting remote network node content;

transmitting the remote network node interface instructions to a remote network node;

receiving information from a the remote network node via the transmitted interface instructions, the information including remote network node content and identification of a user;

modifying a play list associated with the user identified in the information to include a reference to the remote network node content, the play list identifying content for streaming delivery to a network receiver associated with the identified user; and

causing streaming of the remote network node content to a the network receiver associated with the identified user as part of the content for streaming delivery based on the modified play list.

2. (Currently amended) The method of claim 1, wherein the remote network node content comprises at least one of audio data and video data.

3. (Original) The method of claim 2, wherein the audio data comprises a voice mail message.

4. (Currently amended) The method of claim 2, wherein the remote network node content comprises a reminder.

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5. (Cancelled)

6. (Cancelled)

7. (Currently amended) The method of claim-~~6~~1, wherein the play list identifies generic, shared content in addition to the ~~received~~ remote network node content.

8. (Currently amended) The method of claim-~~6~~1, further comprising determining whether ~~a submitter of the remote network node content~~ is authorized by the user to submit content.

9. (Currently amended) The method of claim-~~6~~1, further comprising:
receiving play scheduling information for the content based on the interface instructions; and
modifying the play list based on the received play scheduling information.

10. (Currently amended) The method of claim 9, wherein receiving play scheduling information comprises receiving a number of times to stream the remote network node content.

11. (Currently amended) The method of claim 9, wherein receiving play scheduling information comprises receiving a specified time to stream the remote network node content.

12. (Currently amended) The method of claim 9, wherein receiving play scheduling information comprises receiving a priority for streaming the remote network node content.

13. (Currently amended) The method of claim 12, further comprising

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based on the received priority-of-the-streaming-content, terminating streaming of currently streaming content and initiating streaming of the ~~identified~~ remote network node content.

14. (Cancelled)

15. (Currently amended) A system for use by a network server that streams content over a network to a network receiver, the system comprising:

play lists associated with different respective users, the play lists identifying content for streaming delivery to network receivers associated with the respective users;

instructions for causing a processor to receive information from a remote network node, the information including received content and identification of a one user of the different respective users; and

instructions for causing a processor to modify a play list associated with the one ~~identified-user~~ to include a reference to the received content.

16. (Currently amended) The system of claim 15, further comprising a stream generator for streaming content to the one ~~identified-user~~ based on the play list associated with the one user.

17. (Currently amended) The system of claim 15, further comprising instructions for causing a processor to transmit ~~user-interface~~ instructions to a the remote network node, the ~~user-interface~~ instructions for receiving identification of content designated by a content submitter and transmitting the identification to the network server.

18. (Currently amended) A computer program, disposed on a computer readable medium, for use by a network server that streams content over a network to a network receiver, the computer program including instructions for causing the server processor to:

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receive information from a remote network node, the information including identified content and identification of a specific user; and

modify a play list associated with the ~~identified~~ specific user to include a reference to the identified content, the play list identifying content for streaming delivery to a network receiver associated with the ~~identified~~ specific user.

19. (Currently amended) The computer program of claim 18, further comprising instructions for causing the processor to stream the identified content to the network receiver associated with the ~~identified~~ specific user as part of the content for streaming delivery in accordance with the play list.

20. (Original) The computer program of claim 18, wherein the play list includes at least one reference to content not designated for delivery to a specified user.

21. (Currently amended) The computer program of claim 18, further comprising instructions for causing the processor to determine whether a submitter of the identified ~~identification of the~~ content is authorized by the specific user to submit content for the specific user.

22. (Original) The computer program of claim 18, further comprising instructions for causing the processor to:

receive play scheduling information for the identified content; and
modify the play list based on the received play scheduling information.

23. (Currently amended) The computer program of claim 18, further comprising instructions for causing the processor to:

provide ~~user~~ interface instructions for submitting content; and
transmit the ~~user~~-interface instructions to the remote network node.

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24. (Currently amended) A graphical ~~user~~-interface for receiving input from ~~a-user~~ remote network node, the graphical ~~user~~-interface including instructions for causing a processor to:

receive input ~~identifying~~ from the remote network node including identified content;

receive input from the remote network node identifying a user to receive streaming delivery of the identified content; and

~~transmitting~~ the received input ~~identifying~~ including the identified content and the received input identifying the user to a network server.

25. (Currently amended) The graphical ~~user~~-interface of claim 24, further comprising instructions for causing a processor to receive ~~user-input~~ from the remote network node identifying play scheduling information for the identified content.

26. (Currently amended) The graphical ~~user~~-interface of claim 24, wherein the graphical ~~user~~-interface comprises a graphical ~~user~~-interface defined by markup language instructions.

27. (Currently amended) The graphical ~~user~~-interface of claim 24, further comprising instructions for causing a processor to transmit the identified content.

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